CATALOGUE

SUPPLEMENT

CATALOGUE SUPPLEMENT JUNE 1986.

Dear Computer Gamer,

Many thanks for your continued support and interest in Strategic Plus Software. We have been especially delighted in the number of gamers who took the trouble to visit us personally (especially our friends on the continent), and the number of letters and telephone calls expressing your enthusiasm for the hobby.

We hope the service we have provided has been up to par, and that problems have been kept to a minimum. (please let us know if they have not!) Our aim is to provide a fast and reliable service, and with this in mind, we hope to have credit card facilities in the autumm of this year.

In the meantime, from July 1st, 1986, we are pleased to announce a FREE Cash On Delivery service (U.K. only), to assist in giving you a faster and more convenient delivery option. Orders taken by telephone before 3.00 p.m. Mon-Fri., will be despatched the same day (stocks allowing) by First Class Registered Mail. Payment at your door, will be accepted by the Post Office, either in cash or by cheque with a Bankers Card.
To assist us in processing your orders, we would like to ask you, if possible, to quote your customer number when ordering. Your customer number can be found on any invoices previously sent to you, or on any address label accompanying catalogues and/or supplements.

Many adventure gamers have asked for a 'help-line' on their CID's, and with this in mind, we are now beginning to stock 'hint' books for a number of adventure games. So please contact us to see if we can tilt the scales a little in your direction.

Commodore owners can be pleased that Strategic Simulations Inc.(SSI) have solved nearly all their 'fast load' problems, but in the case of Microprose and Electronic Arts, the opposite can be said, since all of their titles will now not run in the U.K. or Europe on the C-64/128. We are in the process of looking at the U.K. licenced versions of their games from Ariolasoft and U.S. Gold, in the hope that you will be able to have access to titles not available at present, due to the dreaded 'fast load'. However, past experience with U.K. licenced versions of U.S. software, will mean that each title will have to be assessed individually on merit, for quality and availability. The Commodore Amiga has been put on 'ice' by us due to the late release, lack of availability and poor response from the public in general. We will be keeping an eye on the situation as it develops over the next few months.

Atari 800, XL and XE owners have had to be very patient for their versions of some titles, and are finally starting to see some reward with the arrival of 'U.S.A.A.F.' and 'Mechbrigade' from SSI. This we hope, is the beginning of some new software for the Atari, especially as Atari owners have proved to be a very faithful and knowledgeable group of computer gamers.
The Atari ST has continued to sustain the initial interest in it's potential, and sales have gone well here, in the U.S. and especially on the continent. In addition, some good quality sofware has started to arrive, with more on the way later in the year.

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Continued.

Apple II owners are, as usual, well catered for, with many good quality titles arriving all the time, and with a new machine on the horizon, the Apple IIx, will be well supported with new software for many years to come.

There have been quite a number of new and interesting titles released for the IBM in the States, and the general trend seems to be moving towards providing the IBM owner more in the way of entertainment on their computer. We will be looking to increase our coverage for IBM owners over the next half of '86, but to help us provide you with a better selection, we would appreciate IBM owners contacting us about any titles and subject matters that may interest you.

Due to a very poor response from Apple Macintosh owners, we will no longer be including Macintosh titles in our range.

We would like to recommend a magazine for those Atari ST owners looking for a publication dedicated to their computer. It is a monthly publication called 'ST USER', which is well worth taking a look at and we hope with your support, they will have a good future.

You can contact them at:

Dufose Publishing Limited
43 South Street
Chichester
West Sussex. PO19 1DS. Tel. no. (0243) 783932

Thank you again for your continuing support and we hope you find something of interest amongst the titles on the following pages.

Steve Harper. Simon Tunstall.

ACTIVISION:

BORROWED TIME - graphics/text detective adventure game. You are Sam, a private detective, who receives a telephone call warning you that someone is out to kill you. You try calling back, but the telephone does not answer. What's going on? You step out of your office and the hunt is on, as you are immediately pursued by two very unfriendly looking gunmen! Text adventure, with graphic pictures with some minimal animation. Optional mouse driven movement e.g. N., S., W., E. and standard parser commands such LOOK, SEARCH, etc. are selected from pull down menu and selected by the cursor.
1 Player.
Designed by Interplay Productions.
LEVEL 1.
Atari ST.....£24.95

THE MUSIC STUDIO - a complete music "tool kit" enabling you to compose your own music at a touch. Using the mouse, joystick or keyboard, colour coded notes can be composed, moved around and edited with ease. Instant playback facility allows experimentation along the way, both for the novice and professional musician. Tempo, note duration, instruments, volume and more, can all be changed and varied to create your own musical masterpiece! New instruments and sound effects can also be created and mixed, providing you with a complete sound synthesizer. Using a MIDI interface, connect your computer to a MIDI compatible electronic keyboard, for even greater power and performance. Even add your own lyrics and obtain hard-copy with the printout option! Save feature. Comes with 77 page manual describing all aspects of music creation and design.
Designed by Audio Light, Inc.
ALL LEVELS.
Atari ST (requires colour. Printout option requires IBM/Epson compatible graphics printer).....£34.99

ARIOLASOFT:

GOLF CONSTRUCTION SET - 3D golf simulation and course construction game. Comes with complete range of clubs i.e. driver, woods, irons, sand wedge and putter. Two-screen display shows birds-eye view and view from behind the ball. You have complete control over club selections, direction and strength of each shot. Also includes hook, slice, bunker and putting shots. The game allows for variable wind direction, temperature, ground conditions and slopes. Play either Tournament or Match Play matches, or have a practice round before a major competition! Four courses are included, The Belfry, Wentworth, Sunningdale and St. Georges. All are accurately portrayed with bunkers, trees, greens and fairways. Course construction allows complete design of your own courses, with all the features of your course to be plotted individually, and saved to disc for future games. Games can be saved for completion at a later stage, and handicaps can be improved upon and also saved to disc. Hi-res colour graphics, joystick control. Comes with playing instructions and Wentworth Club Strokesaver manual.
1-4 Players.
Designed by Tigress Marketing/Ariolasoft U.K.
LEVEL 2.
C-64.....£14.95

AVALON HILL:

COMPUTER DIPLOMACY - computer version of the classic board-game. Using a combination of strategy, tactics, diplomacy and intrigue, attempt to conquer early 20th century Europe. Become one of the seven major powers: England, France, Germany, Italy, Austria-Hungary, Russia or Turkey and become the first to gain control of 18 power centres to win the game. Six month turns. Units represent armies and fleets. Hi-res colour scrolling map displays the whole of Europe, with supply centres and ports. As in the board-game, tactical skills alone will not be sufficient, diplomacy and intrigue amongst the players are just as important. Form alliances, cajole or threaten your way to supremacy, or even spy upon unwary opponents! No alliance or agreement is binding! Can also be used in conjunction with the board-game as a 'gamemaster', or solo play for practising tactical strategies. Printout option available. Comes with Instruction Manual, Gamers Guide and a pad of Conference Maps. Keyboard control. Save game feature.
1-7 Players. Playing time 4+ hours.
Designed by Alan Calhamer (board-game) and Ron Sutherland (computer version).
LEVEL 2
IBM (requires 256K, disc drive and colour graphics card).....£43.00

TSUSHIMA - in May, 1905, the war between Russia and Japan had entered it's last phases. The United States and Great Britain were pressuring both sides to negotiate. However, the Russian Baltic Fleet was on the last stage of it's long voyage around the world to reach Vladivostock. If the Fleet could win through, the Russians would have the upper hand in any negotiations. The Japanese were ready and waiting to prevent this, and thus the stage was set for the only decisive and full-scale naval battle this century. Every major battleship and cruiser of both fleets are available in this simulation of tactical naval warfare. The hi-res colour strategic map allows each side to plot the courses of their squadrons, the Russians to avoid a major battle, the Japanese to find and engage the enemy. Each turn represents one hour, and a course plot for up to nine hours can be set to avoid the tedium of hour by hour movement and searching. Sighting reports by the opposing fleets and/or fishing boats can dictate the outcome. Contact by either side results in a tactical game of five minute turns, with each ship individually manouvering and firing. Each ship is rated for speed, armour and damage. Main and secondary armament are rated for gun size, range and ammunition. Each salvo is managed by the computer, down to each shot, showing each area hit and damage inflicted. Cross the 'T' and rake the enemy with a broadside, slug it out side by side, or turn tail and run, leading the chasing ships into your main fleet! In solitaire the computer plays the Russians. 'Tactical Only' game option, with your own selection of ships from the two fleets. Keyboard control. Comes with manual of rules and list of the ships and their historical data. Game save feature.
1-2 Players. Playing time: full game 5+ hours, tactical game 1-3 hours.
Designed by Kiya Overseas Industry Company Ltd.
LEVEL 2.
C-64.....£27.00

AVALON HILL:

UNDER FIRE EXTENDED CAPABILITIES DISC - two new maps and six extra scenarios for your 'Under Fire' game. Over 65 new tanks and vehicles, covering the period 1941-45, are available from Great Britain, the U.S.A., Soviet Union, Germany, Japan and Italy. Additional infantry, weapons and artillery, from each country are also included. All vehicles are rated for main gun size, armour thickness and speed. As with the main game there is a complete design your own option, allowing for almost any historical or hypothetical battle during WW2 to be played. Comes with a rule book with historical data on vehicles such as the Tiger II, Churchill VII 'Crocodile', Semovente M40, Type 95 Ha-Go, JS-III, Pershing etc. Requires 'Under Fire' and Apple II with 64K minimum. Joystick and printout options available. Save game feature.
1-2 Players. (see 'Under Fire' description)
Designed by Ralph Bosson.
LEVEL 3.
Apple II 64K.....£20.00

EPYX:

ROGUE - animated, mouse-controlled, fantasy role-playing game. Taken from the cult main-frame and IBM game, played in many colleges and universities in the States. The sacred Amulet of Yendor has been stolen by the evil Dungeon Lord, and hidden in the deepest depths of a tortuous maze. Can you successfully battle your way down to retrieve it? Each time you re-start the game, all 26 levels of rooms and dungeons change, along with the 26 different types of monsters you will encounter. Therefore every game you play will be totally different, allowing you to explore the dungeons again and again. Mapping is not essential, as you can select from the menu, a small-scale display of the level you are currently exploring, which shows all the rooms and corridors you have entered. Weapons, scrolls, potions, food, gold and other items are to be found at random in many of the rooms. These may, or may not, aid you in your quest. Search for hidden doors, and traps which become more devious and dangerous the deeper you go! Movement and combat, along with changing your weapons, armour and other items you are carrying, are controlled by the mouse (keyboard option is available). Save game feature.
Designed by Micheal Toy and Glenn Wichman.
LEVEL 2.
Atari ST (colour required).....£35.00

TEMPLE OF APSHAI TRILOGY - three fantasy role-playing games in one! Find out the hidden secret of the Temple of Apshai, as you explore The Temple of Apshai, The Upper Reaches of Ra and The Curse of Ra. Play them in sequence or in whichever order appeals to you. Create your own character, who is rated for strength, constitution, dexterity, intelligence, intuition and ego. Then visit the Innkeeper and kit him out with weapons, armour and other useful items. Once kitted out you are ready to brave the perils of Apshai! If you survive to bring back your spoils, sell them to the Innkeeper and buy yourself better equipment. Each game has four different levels of difficulty, with over twenty different types of monsters and each level has 30-60 different rooms to explore, with traps, treasure and other items to be found. All commands such as movement, combat commands, searching etc. are controlled by the mouse using pull-down menus (keyboard option available). Animated character and monsters. Save game feature. Comes with extensive 80 page manual, with instructions and detailed descriptions of each game.
1 Player.
LEVEL 2.
Atari ST (colour required).....£35.00

FIREBIRD:

THE PAWN - graphics/text adventure set in the mythical world of Kerovnia. On the way back from a shopping trip, you briefly notice a man with a white coat before you are hit over the head. You regain consciousness in a strange world and discover you now have a silver wristband strapped to your arm. Where do you go from here? How do you get back to the 'real' world? Stunning 'still' pictures, which you can pull down at will. Variable text size, and large vocabulary. Coded clues are provided to help you at different levels of the game. Comes with instruction manual, with background story and information on the world of Kerovnia, and a colour poster. Save game feature.
1 Player.
Designed by Magnetic Scrolls and Rainbird.
LEVEL 2.
Atari ST.....£24.95

FTL:

SUNDOG - THE FROZEN LEGACY - sci-fi trading adventure. Superb colour graphics and sound. You have inherited a battered old star freighter, along with cash, and a contract to supply goods required for the building of a colony. Never having owned a star freighter before, you must learn how to operate it and repair it when it gets damaged. In addition, you must explore the local starport, to find where you can buy supplies for you and your ship. Having found the colony to take their first order, you are free to explore the galaxy, trading in the goods required to complete the contract. Menu- and mouse-driven commands allow easy movement around your ship, starports, cities and towns on the many diferent planets. Watch out for beggars and muggers on the street when on foot, and mind where you park your ground car! 'ZoomAction' graphics display the various sections and components of your ship, your character's health, money etc. Character design and save game features. Includes manual, with instructions and background story.
1 Player.
Designed by Bruce Webster and Wayne Holder.
LEVEL 2.
Atari ST.....£35.00

INFOCOM:

BALLYHOO - detective/thriller text adventure set in a circus. The circus owner's daughter has been kidnapped, who is the culprit? Is it an inside job?
1 Player.
LEVEL 1.
Many computers.....£38.00

FOOBLITZKY - fun game of strategy, deduction and chance set in the imaginary city of Fooblitzky. One item is secretly selected by each player, or at random by the computer, from a shopping list of 18 products at the beginning the game. Then the race is on to be first to complete the set of four correct products to win the game. The computer controlled 'Wheel of Fortune' dictates the number of moves each player can make every turn, as they visit six different types of stores to locate the various items they think they require. Or use the phone booths to check they have them in stock! Earn cash by washing dishes in the restaurants, or visit the pawn shops to sell unwanted items. Beware crossing the streets during rush hour, as you could end up in hospital! Watch out for the Chance Man who may help you or steal your hard won gains! Keep off the streets and play safe by using the Underground.

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INFOCOM:

FOOBLITZKY continued. - Each game game is different, providing many hours of enjoyment for all the family. Colour graphics, joystick and keyboard control. Comes complete with rules, four colour pens and four re-usable worksheets. Save game feature.
2-4 Players. Playing time 2+ hours.
Designed by Micheal Berlyn, Brian Cody, Poh C. Lim and Paula Maxwell.
LEVEL 1.
Atari 48K.....£38.00

INVISICLUES HINT BOOKS - stuck on your favourite Infocom game? Clues and hints to help you past a particulary difficult or frustrating part of the game, allowing you to finish or continue many of Infocom's text adventures. Invisible answers to questions, only revealed with the latent image marker pen supplied, allow gentle hints or complete answers depending upon how stuck you are! Comes with illustrated and easy to read book, pen and maps to help you continue on your way. (exceptions: 'Suspended' and 'Seastalker' have maps already included in the game).
Please state game required.....£8.00

SPELLBREAKER - concluding episode in the 'Enchanter' fantasy text adventure series. After completing the previous episodes, 'Enchanter' and 'Sorcerer', you have now become the leader of the Circle of Enchanters. The magic upon which your civilisation and world depends, has mysteriously begun to fail. You must uncover and destroy the cause, before the magic disappears completely and completes your downfall!
1 Player.
LEVEL 3.
Many computers.....£38.00

MICROPROSE:

CONFLICT IN VIETNAM - set in Vietnam 1954-1972, this is the third in the 'Command Series' of 'real-time' simulations. The game 'clock' advances in 30 minute increments and the ground scale is 1 mile/hex. Battalion and squadron level units, with larger or smaller ad hoc formations included. Units include Air Cav., armour, infantry, NVA, Ranger, Marine, artillery, Tactical Fighter Squadrons and B-52 Bomber Wings. Each unit is rated for strength, equipment, supply, experience and effectiveness. Each commander and his H.Q. staff are historically rated for skill and temperament. Six different unit formations can be selected including mobile, defense, fortified and garrison. Four different order options and cursor controlled objective system. Hi-res scrolling maps with terrain features including roads, bridges, villages, forts, rivers, paddy fields, jungle and swamps. Five scenarios are included, Dien Bien Phu 1954, Cambodia 1970, Khe Sanh 1968, Quang Tri 1972, and Ia Drang 1965. Tutorial option. Game variants are available on each scenario. Comes with extensive manual of instuctions and historical background. Keyboard or joystick control. Save game feature.
1-2 Players. Playing time dependent upon scenario.
Designed by Sid Meier and Ed Bever.
LEVEL 3.
Atari 48K. (coming for Apple).....£35.00

OMNITREND:

UNIVERSE II - 'real-time' sci-fi role-playing game on a huge scale! The Home Cluster star system is in a period of uncertainty, with the two political factions, the Federated Worlds and the United Democratic Planets, on the verge of outright war.You are a 'retired' Federated Worlds Special Forces agent, who may be called upon to use your 'cover', as a free trader from Vromus Prime and captain of an 'Agora' class spaceship, to complete various undercover missions against the United Democratic Planets. However, in between missions you must earn a living as a trader, miner or pirate. Your crew must be trained, fed and their wages paid on a regular basis. Your ship must be equipped and maintained with the best equipment you can afford, to be ready to perform any operations given to you. Keep an eye on the political situation via news broadcasts and pick up useful snippets of information at the Starports you visit in your travels. There are 47 detailed planets, intelligent enemy ships, 98 different ship components and hundreds of products to buy and sell. Each crew member including astrogators, shuttle pilots and marines, are rated for age, rank, health and specialty. Minimal black and white graphics, mouse-controlled (optional on Apple and IBM versions) ship operations and text adventure at starports, enabling conversations with characters within the game. Save game feature. Single or dual drive option. Comes with extensive manual and three discs (ST and IBM versions) and five discs (Apple version)!
1 Player.
Designed by William G.M. Leslie III.
LEVEL 3.
Apple IIe (128K 80 column board required), Apple IIc, Atari ST, IBM (256K minimum, 80 column display, MS-DOS or PC-DOS 2.0 minimum and Graphics Adaptor required).....£63.00

POLARWARE:

SWORD OF KADASH - action fantasy adventure game, combining strategy, puzzle-solving and arcade-style action. Abandoned by your guide and then captured by desert brigands, you are forced to enter the catacombs of the Fortress of the Dragon, to retrieve the enchanted Sword of Kadash in exchange for your life. You enter only with a dagger, a shield and six spells to protect you. As you explore deeper into the catacombs you must defeat or avoid 17 different types of monsters including skeletons, bats, snakes, scorpions, orc, wraiths and giant spiders. If you survive the perils of the catacombs and find the Sword, you must defeat it's guardian and then battle with dreaded Dragon, Aladag to escape! Along the way you will find weapons, scrolls, chests and other treasures to improve your chances of survival. However, each treasure may be cursed or set off a trap, releasing monsters, hails of arrows and other dangers! Hidden, secret doors can reveal new rooms and corridors or a different route to avoid a trap. Animated graphics, mouse, joystick or keyboard controls. Save game feature. Comes with instructions and colour poster.
1 Player.
Designed by Chris Cole.
LEVEL 1.
Atari ST (colour required).....£35.00

SIERRA ON-LINE:

KINGS QUEST II - 3D animated graphics/text adventure game. You are King Graham who falls in love with a vision of the maid Valanise, imprisoned by the jealous witch Hagatha in a quartz tower. You vow to search for the keys which will unlock the three doors into an enchanted land, rescue Valanise and make her your Queen.

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SIERRA ON-LINE:

KINGS QUEST II continued - explore underground caverns, eerie towers, ocean wonderlands, and battle dangerous beings, both mythical and magical. Find help, and treasures fit for a Queen along the way. Animated characters within the game walk, run and even swim. Mouse, keyboard or joystick control of King Graham in movement, and conversation with characters within the game using the text window. Many of the puzzles and characters are based upon folklore and legend, with more than one solution to each problem, giving both the introductory and more advanced player many hours of enjoyment. Comes with instructions and background story. Save game feature.
1 Player.
Designed by Roberta Williams.
LEVEL 1/2.
Apple IIe 128K ('B' Motherboard, with extended graphics required), Apple IIc, Atari ST.....£43.00

THE BLACK CAULDRON - 3D animated graphics adventure based upon the Walt Disney cartoon film. Become Taran on his quest for the Black Cauldron, which he must find and destroy, to save the world of Prydian from the evil of the Horned King. Superb graphics, with many sound effects and soundtrack music from the film. Meet many of the characters from the film including Dallben, Princess Eilonwy, Gurgi and the visionary pig Hen Wen. Over 30 different items to obtain and use, six built-in arcade sequences and seventy three-dimensional screens. Movement and interaction with the game can be controlled by the mouse, joystick or keyboard. Follow the storyline of the film, or take your own course, as each problem has several solutions, allowing challenging play for both the introductory and more advanced gamer. Save game feature. Comes with instructions and background story.
1 Player.
Designed by Al Lowe, Roberta Williams and Walt Disney Personal Computer Software.
LEVEL 1/2.
Apple IIe 128K ('B' Motherboard, with extended graphics required), Apple IIc, Atari ST.....£35.00

STRATEGIC SIMULATIONS INC.:

BATTLEGROUP - detailed tactical armoured game set on the Western front during WW2. From the same stable as 'Kampfgruppe', but now with British, American and German units. Each unit represents a platoon, the ground scale is 200yds X 200yds and the time scale is two minutes per turn. British units include the Grant/Lee, Sherman, Crusader, Valentine, Churchill and Firefly tanks, Sexton SPG, Daimler Scout Car, Bren Carrier and the Kangaroo APC. American and German units include the Stuart, Chaffee, Hellcat, Panther, Jagdtiger, and King Tiger. Each unit is rated for armour, speed, and weapons. Includes artillery, command control, infantry weapons such as rifles, M.G.'s, bazookas and PIATS etc. Combat is resolved by the computer down to each individual vehicle and infantry unit. Comes with four historical scenarios: Kasserine, Salerno, Caen and Celles. Complete design your own scenario options and save game feature. Keyboard control.
1-2 Players. Playing time: 1-4 hours depending upon scenario chosen.
Designer Gary Grigsby.
LEVEL 3.
Apple II series, C-64. (Atari version coming).....£49.00

STRATEGIC SIMULATIONS INC.:

NAM - control U.S., ARVN and South Korean forces in this tactical infantry/armour game set during the Vietnam War. Based upon the 'Field of Fire' and 'Panzer Grenadier' game systems. Battery level units, with individual tanks and helicopters. Six different scenarios and three levels of difficulty, ranging from 'search and destroy' missions, to street fighting during the Tet Offensive. Weapons include Cobra helicopter gunships, Huey assualt helicopters, Kiowa recon helicopters, tanks, APC's, mortars, rocket launchers, M.G.'s and assault rifles. Also includes artillery and airstrikes. Each unit is rated for weapon strength and combat effectiveness. Hi-res colour scrolling terrain features including jungle, rivers, roads, bridges and caves etc. Computer controls the Viet Cong and NVA units from hidden bunkers and ambushes. Joystick control.
1 Player. Playing time 1-4 hours.
Designed by Roger Damon and Jeff Johnson.
LEVEL 1/2.
Apple II 64K, Atari 48K, C-64.....£35.00

PHANTASIE II - sequel to the award-winning role-playing fantasy adventure game 'Phantasie'. South of the Isle of Gelnor, explored in 'Phantasie', lies the island of Ferronah. Rumour has it that the evil sorcerer Nikademus survived the final battle on Gelnor, and has now laid an evil curse upon fair Ferronah! Gallant adventurers from Gelnor, or new ones from Ferronah, are called to arms, to find a magical orb and vanquish the evil of Nikademus once again! Up to six newly created characters or characters from the previous game, can explore the Wilderness, the Astral Plane, two levels of the Netherworld and the 'map as you go' dungeons, to complete the quest. Gather treasure, armour, scrolls, potions and weapons to aid you. Battle with over eighty different monsters, gaining experience and extra abilities, if they survive! Hi-res colour graphics, keyboard control. Character transfer options and save game feature.
1 Player. Playing time 30-60 hours.
Designed by Winston Douglas Wood.
LEVEL 2.
Apple II series, C-64.....£35.00

RINGS OF ZILFIN - animated fantasy adventure game, in which you journey through the realm of Batiniq, in search of the two rings of power. Using keyboard controls and scrolling, animated screens, travel the dangerous highways in your quest, meeting characters such as elves, dragons, kings and sorceresses, who may provide you with helpful clues. Attain the status of Grand Master Wizard and defeat the evil Lord Dragos in the final battle. 27 towns and villages, and two dungeons are waiting to be explored. Battle against dozens of monsters, using arrows, swords and magic, in arcade-style combat. Hi-res colour graphics. Save game feature.
1 Player. Playing time 30-40 hours.
Designed by Ali N. Atabek
LEVEL 1.
Apple II series. (coming for C-64).....£35.00

WIZARDS CROWN - multiple-character, role-playing fantasy adventure game, combining the detailed tactical combat of wargaming, with the imagination and magic of adventure gaming. Up to eight pre-made characters, or a group of your own design, are to dare the perils of the ruins of Arghan and win back the Crown of the Emperor from the traitor, Tarmon, Wizard of Thunder. Each character is rated for strength, dexterity, intelligence, life and experience. Choose from five professions: ranger, fighter, priest, thief or sorcerer. You can opt for each character can have more than one profession.

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STRATEGIC SIMULATIONS INC.:

WIZARDS CROWN continued - highly detailed skill abilities, with up to thirty per character, with unique system of 'spending' experience points gained, on the skills of your own choice. 25 weapon types and 22 spells, each requiring different levels of skills and strength to use. Explore the town, dungeons and ruins with 8 directional movement. Opt for either the quick computer resolution of combat, or the detailed tactical combat, in which you select from nine different combat options to control each character. Hi-res colour graphics. Keyboard control. Five levels of play. Save game feature.
1 Player. Playing time 50-100 hours.
Designed by Paul Murray and Keith Brors.
LEVEL 2/3.
Apple II series, C-64.....£35.00

SUB-LOGIC:

SCENERY DISCS 1-6 - additional flying areas for the Flight Simulator II and Jet aircraft simulators. This first set of six discs (the complete set covering the whole of the United States will eventually number twelve) covers most of the mid- and western United States. Each area has the major towns and airports included, along with radio beacons for navigating, as per the original Flight Simulator II. Comes complete in ring binder with 3-4 maps of each area. WARNING: these sets do not include the highly detailed scenery as was originally supposed. Sub-Logic, because of programming problems have split the original format into two separate sets. The highly detailed scenery as advertised, will now be coming in a second set of discs called 'Star Discs', as yet not released. Please call us for further information before ordering.
C-64, IBM. (coming soon for Atari).....£82.00

FOOTBALL - animated, graphics U.S. football simulation. Select your play and then control the quarterback, backs and receiver in offense. In defense, select your defensive formation and then control any one of the four primary defensive players once the ball is hiked. Two fictitious teams, based upon NFL and AFL sides are given to you to start with. Each player is rated for speed, power and catching abilities. You can alter the player characteristics at the beginning of each game, to give you many team variants. Select from seven running plays and six passing plays on offense. Four starting formations, and changing receivers or backs mid-play, or going for a quarterback sneak allow many variations during each game. On defense, select from three run or four pass defenses, choose to blitz with any one, or all of your linebackers. During play you can change the primary defender as the play develops. Includes field goals, punts, interceptions and time-outs. Colour graphics display of pitch and players from the sidelines. Joystick control. Comes with extensive manual including play diagrams and team rosters.
1-2 Players. Playing time dependent upon length of time selected for each quarter.
Designed by Quest Inc.
LEVEL 2/3.
C-64.....£38.00

TELARIUM:

NINE PRINCES IN AMBER - graphics/text adventure of politics, diplomacy and intrigue, from book of the same name by the well-known sci-fi author, Roger Zelazny. You wake up in a hospital, jump the attendant and escape. Out on the street, you suddenly realise you do not know who or where you are! Only vague memories of another world, and a family conflict as yet unresolved. Depending upon your interaction with characters within the game, new avenues towards the final result will open or close. Make or break alliances to achieve your goal, lie, cheat and steal, and if neccessary, assassinate the opposition! And always watch your own back! Walk the Pattern, pass through the five veils and discover the knowledge you seek! Colour pictures and sound. Codified parser control, keeping sentences short and concise. Full listing included. Save game feature.
1 Player.
Designed by Telarium Corps.
LEVEL 3.
Apple 64K, Atari ST (colour required for graphics).....£43.00

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CATALOGUE DELETIONS:

PAGE 8: SIMULATIONS CANADA - 'Battle for the Atlantic' for both the Apple and C-64 has now been deleted from our range.

PAGE 10: STRATEGIC SIMUALTIONS INC. - 'Battle for Normandy' for the Atari and C-64 has been deleted. 'Bomb Alley' for the Apple has been deleted.

PAGE 12: STRATEGIC SIMULATIONS INC. - 'Epidemic!' for the Apple and Atari has been deleted. 'Fortress' for the Apple, Atari and C-64 has been deleted.

PAGE 14: STRATEGIC SIMULATIONS INC. - 'Knights of the Desert' for the Atari and C-64 has been deleted. 'Objective Kursk' for the Apple and Atari has been deleted.

PAGE 16: STRATEGIC SIMULATIONS INC. - 'Ringside Seat' for the C-64 has been deleted. 'Tigers in the Snow' for the Atari and C-64 has been deleted.

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PREVIOUS SUPPLEMENT - UPDATE

BA'RAC: STAR CRYSTAL Episode 1 - Mertactor "The Volentine Gambit" - Apple. Has now been deleted.

CYGNUS: STAR FLEET I - The War Begins - Apple and Atari versions are now available. Price: £43.00.

DIGITAL KAMPF GROUP: CLASH OF WILLS - C-64 version now available. Price: £35.00.

ELECTRONIC ARTS: BARD'S TALE - C-64. Original U.S. version is not available due to 'fast load' problem. We hope to have the Ariolasoft, licenced version, available for Commodore owners later this summer/autumn.

continued.....

PREVIOUS SUPPLEMENT - UPDATE continued.

MICROPROSE: SILENT SERVICE - C-64. U.S. version now not available, due to 'fast load' problem. We hope to be able to offer the U.S. Gold licenced version soon. Please contact us for further details.

ORIGINS SYSTEMS INC.: ULTIMA IV - Atari version now available. Price: £49.00.

STRATEGIC SIMULATIONS INC.:

ANTIETAM - Atari version now available. Price: £43.00.

BATTALION COMMANDER - C-64. There are still problems obtaining the European version. Please contact us for further details.

COLONIAL CONQUEST - Apple and C-64 European versions now available. Price: £35.00.

IMPERIUM GALACTUM - C-64 European version now available. Price: £35.00.

U.S.A.A.F. - Atari version has finally arrived! Price: £49.00.

SUB-LOGIC: JET - Apple and Atari versions have been put back by Sub-Logic indefinetly.

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NEW VERSIONS NOW AVAILABLE

STRATEGIC SIMULATIONS INC.:

CARTELS CUTTHROATS - IBM (colour graphics required) version now available. Price: £35.00.

COMPUTER BASEBALL - IBM version now available. Price: £35.00

GALACTIC GLADIATORS - IBM version now available. Price: £31.00.

SIX-GUN SHOOTOUT - C-64 European version now available. £35.00.

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COMING SOON:

Here is a round-up of the titles expected this summer and early Autumn. Due to delays on some of the titles in this section last time, 'SOON' must not be taken too literally!

AVALON HILL -

Guderian. - Apple, Atari, C-64.

Under Fire Campaign Disc. - Apple.

Wooden Ships & Iron Men. - C-64.

DIGITAL KAMPF GROUP - we are still waiting for the following titles:

Operation Cobra/Metz. - Atari.

continued.....

COMING SOON: continued.

DIGITAL KAMPF GROUP -

Great War. - Atari.

Game based upon Stalingrad - Atari.

Game based upon Sicily/Italian campaign WW2. - Atari.

MICROPROSE -

Gunship. - Apple, Atari, Atari ST.

Silent Service. (due in very soon) - Atari ST version.

ORIGINS SYSTEMS INC. -

Ogre. - Apple (overdue) and versions for Atari, C-64, Atari ST.

Ultima III. - Atari ST version.

Ultima IV. - Atari ST version.

Moebius. - versions for Atari, C-64, Atari ST.

Autoduel. - versions for Atari, C-64, Atari ST.

STRATEGIC SIMULATIONS INC. -

War in the South Pacific. - Apple, C-64. (two years in the making and combining the 'Guadacanal' strategy game, with the tactical 'Carrier Force'!)

Gettysburg - The Turning Point. - Apple, Atari, C-64.

Battle of Antietam. - version for IBM.

Battlegroup. (no date) - version for Atari.

Phantasie. - versions for Atari, IBM, Atari ST.

Phantasie II. (no date) - version for Atari ST.

Wizards Crown. (no date) - version for Atari ST.

Computer Baseball. version for Atari ST.

STRATEGIC STUDIES GROUP -

Battlefront. - Apple, C-64.

Road to Appomattox. (could be due nearer Christmas) - Apple, C-64.

SUB-LOGIC -

Flight Simulator II. (so long in the waiting, but present release date is late August, early September) - Atari ST version.

Jet. (no date) - Atari ST version.

ON THE DRAWING BOARD

Avalon Hill after changing their minds about a Commodore version of 'Under Fire', have recently confirmed that they have now actually started the translation! In addition, we received the very welcome and exciting news that an Atari ST version is definetly coming! Alas the Atari 800 and XE series computers will not be seeing 'Under Fire' at present.

Origins Systems are well ahead with the next Ultima game, 'Ultima IV - Part Two', and seemed fairly confident that it will be released sometime near Christmas, and versions are planned for all our computers.

Electronic Arts appear to be somewhat wrapped up in the 16 bit computer battle, to give us any news on the second in the 'Bard's Tale' series, however, we will try to get some news to you later.

Infocom, who have been taken over by Activision, are working on a new adventure game, which will have the intriguing combination of a Infocom text adventure, combined with animated graphics from Activision's graphics department.

Microprose have another in their 'Command Series' games in the pipeline, as well as translations of most, if not all their games for the Atari ST.

Sub-Logic after all their troubles with the 'Scenery Discs', are still working on the Flight Simulator for the Atari ST and Amiga. Apparently, they felt that they had not utilised the potential of the 16 bit computers to the full, and have decided to continue working on improving the original format. Indications are that it will be well worth the wait! In the interim there is a Baseball game on the Commodore due this summer. Unfortunately the rumoured helicopter simulator, has turned out to be just that, a rumour.

SSI finally let out some information after much prodding by us. Good news for the adventure gamer, the ratio of SSI games produced in the future will be leaning more in your favour. This is primarily due to the higher percentage of fantasy/adventure gamers to strategy/wargamers in the States, and market forces have prevailed. However, the armchair strategists will not be hard done by, because although you will get fewer games a year, SSI are planning to not only maintain, but increase the quality of their strategy/wargames.
The other good news is that the Atari 800 and XE series <u>will</u> continue to have their computers backed by SSI, although we were beginning to wonder with the delays we have had recently!
Hold on to your hats! Guess what's coming for the Atari in October (fingers crossed!)? Yes you've got it! 'Fighter Command'!
The 'Napoleon Construction Set' mentioned in the last supplement appears to be either a non-event or a very well-kept secret, because enquiries on it's progress brought a very non-committal 'no comment'.
We were told a number of other un-named projects were being developed, but at present the completion and release of 'War in the South Pacific' and 'Gettysburg - The Turning Point' are the main interests of SSI at the moment.
However, on a more promising note for the future, SSI have, apart from 'Phantasie I & II' and 'Wizard's Crown', decided to translate 'Kampfgruppe' and 'Gettysburg - The Turning Point' to the Atari ST! Also planned for the Atari ST is a brand-new futuristic sci-fi game, 'Road Warrior'.
At present the Amiga is not being considered for the future, except for the two titles already slated - 'Phantasie' and 'Wizard's Crown'.

STOP PRESS

NEW TITLES NOW IN!!

MICRO LEAGUE SPORTS ASSN. :-

Micro League Baseball General Managers/Owners Disc.
Trade and draft major league players. Make your own team, pick any player from any era. Alter player roster and stats. Then play the teams of your choice with your 'Micro League Baseball' game!
Atari, C-64. (Apple coming).....£35.00

Micro League Baseball Box Score and Stat Compiler.
Ideal for league play and record keeping. Up to 32 team rosters can be used and stored, for updating results of games played on 'Micro League Baseball' and managerial strategies from the 'General Manager/Owners Disc' are automatically updated! Box scores can be displayed or printed at the end of each game.
Atari (64K required), C-64. (Apple coming).....£18.00

STRATEGIC SIMULATIONS INC. :-

Mechbrigade.
Tactical infantry/armoured warfare between the Warsaw Pact and Nato forces. Based upon the 'Kampfgruppe' game system. (see page 14 of your catalogue).
Now available for the Atari 48K.....£49.00

SUB-LOGIC. :-

Jet. C64 version now available at new lower price!.....£35.00

For any further information on these or any other titles, please contact us on 01-979-2987 during business hours. Or write to:

Strategic Plus Software
P.O. Box 8
Hampton
Middx. TW12 3XA.

16th June 1986.